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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Chain of Vapor</div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chain of Vapor</div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chain of Vapor</div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Coastal Tower</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        |

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| <div><div><div>Coastal Tower</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         |
| <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Dust Bowl</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div>Dust Bowl</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div>Fact or Fiction</div><div>Instant</div><div><div><div>3</div><div>U</div></div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fact or Fiction</div><div>Instant</div><div><div><div>3</div><div>U</div></div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Fact or Fiction</div><div>Instant</div><div><div><div>3</div><div>U</div></div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Faerie Conclave</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {U}.</div><div>{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div>Flooded Strand</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  |

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| <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Humility</div><div>Enchantment</div><div>All creatures lose all abilities and have base power and toughness 1/1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Mana Leak</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  | <div> <div> <b>Mana Leak</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  | <div> <div> <b>Mana Leak</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  | <div> <div> <b>Mishra's Factory</b> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                           |
| <div> <div> <b>Mishra's Factory</b> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Mishra's Factory</b> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Mishra's Factory</b> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div> <b>Parallax Tide</b> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</div> <div>Remove a fade counter from this enchantment: Exile target land. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> |

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| <div><div><div>Parallax Tide</div><div>2UU</div></div><div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Exile target land.<br/>When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Parallax Tide</div><div>2UU</div></div><div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Exile target land.<br/>When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Parallax Tide</div><div>2UU</div></div><div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Exile target land.<br/>When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Seal of Cleansing</div><div>1W</div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                        | <div><div><div>Seal of Cleansing</div><div>1W</div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                        | <div><div><div>Skycloud Expanse</div></div><div><div>Land</div><div>{1}, {T}: Add {W}{U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div>Skycloud Expanse</div> <div>Land</div> <div>{1}, {T}: Add {W}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                        | <div> <div>Standstill1U</div> <div>Enchantment</div> <div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Standstill1U</div> <div>Enchantment</div> <div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Standstill1U</div> <div>Enchantment</div> <div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>StifleU</div> <div>Instant</div> <div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Swords to PlowsharesW</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                              | <div> <div>Swords to PlowsharesW</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                              | <div> <div>Swords to PlowsharesW</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                              |

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target artifact or  
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target artifact or  
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> Disenchant 1W </div> <div> Instant </div> <div> Destroy target artifact or enchantment. </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                               | <div> Exalted Angel 4WW </div> <div> Creature -- Angel </div> <div> Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Exalted Angel 4WW </div> <div> Creature -- Angel </div> <div> Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Exalted Angel 4WW </div> <div> Creature -- Angel </div> <div> Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> Exalted Angel 4WW </div> <div> Creature -- Angel </div> <div> Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Hydroblast U </div> <div> Instant </div> <div> Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red. </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                      | <div> Hydroblast U </div> <div> Instant </div> <div> Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red. </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                      | <div> Hydroblast U </div> <div> Instant </div> <div> Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red. </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                      |

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| <div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrath of God</div> <div>Sorcery</div> <div> Destroy all creatures. They can't be regenerated. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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